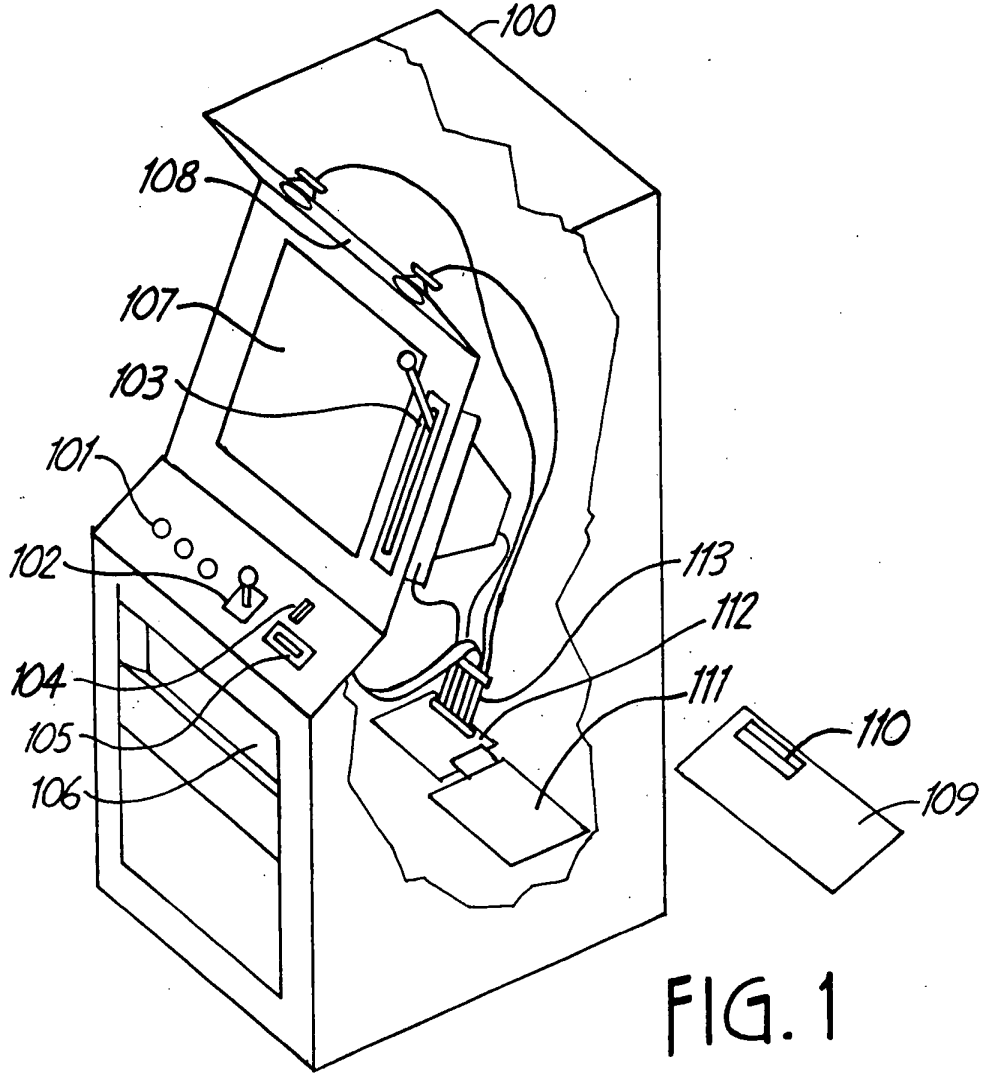


FIG. 1

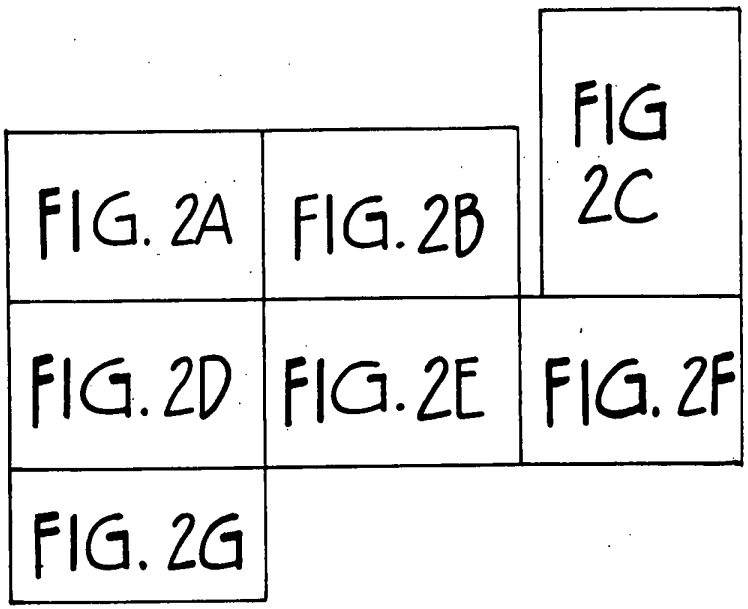


FIG. 2

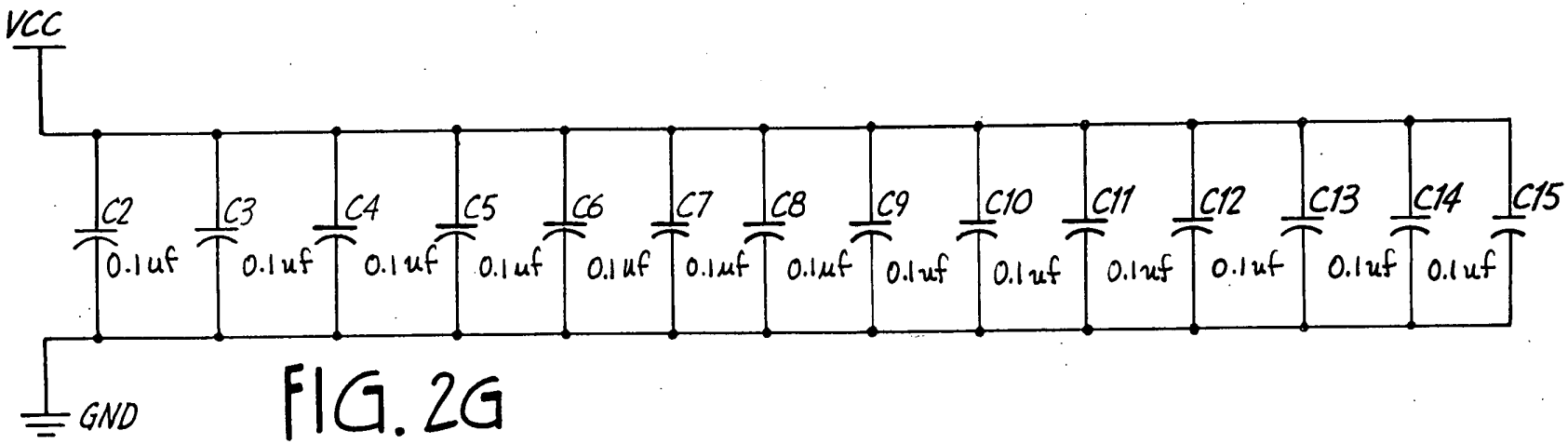


FIG. 2G

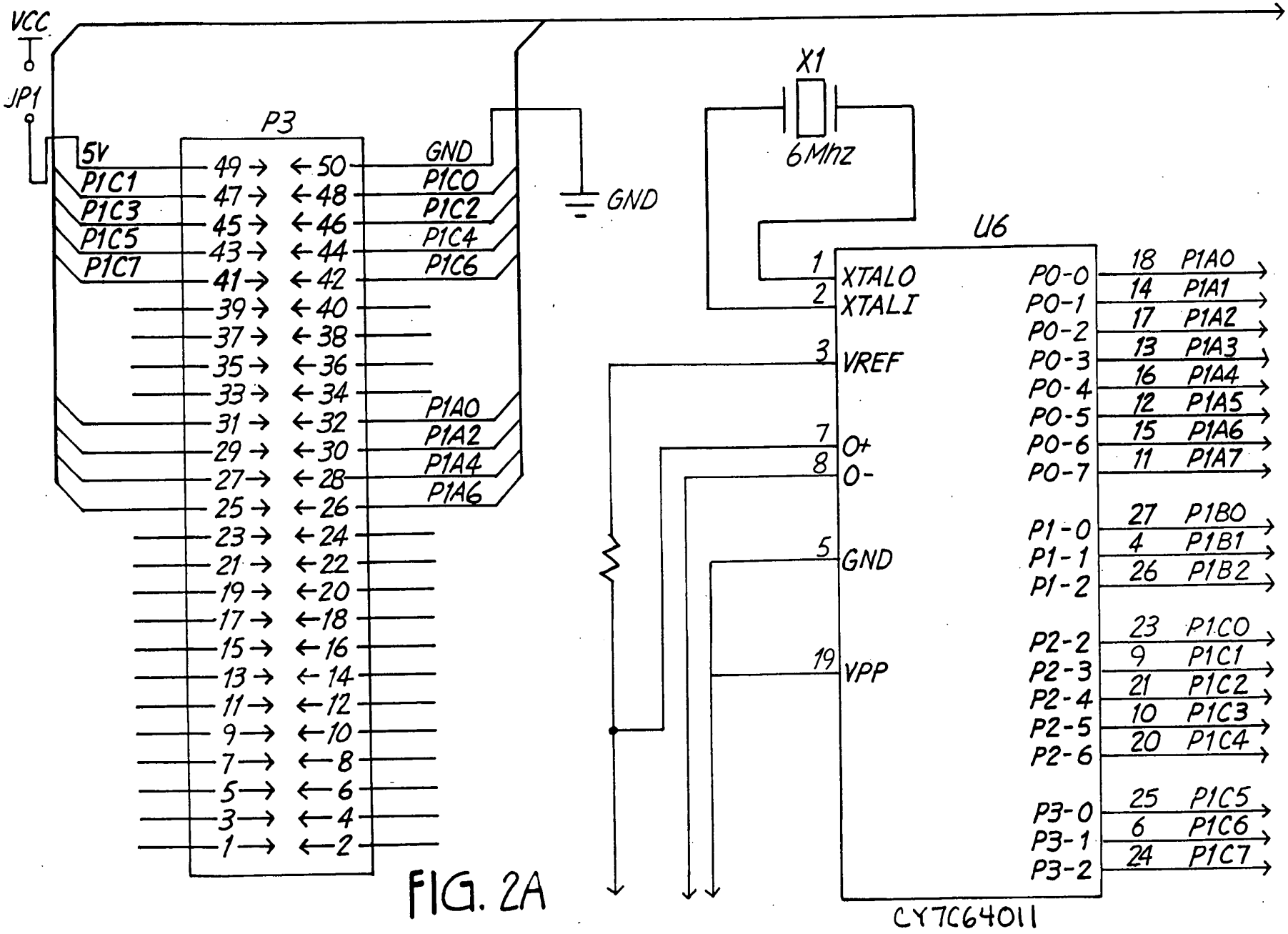

VCC
JP1
5V
P3
GND
P1C1
P1C0
P1C3
P1C2
P1C5
P1C4
P1C7
P1C6
P1A0
P1A2
P1A4
P1A6
X1
6Mhz
GND
U6
XTALO
XTALI
VREF
O+
O-
GND
VPP
P0-0
P0-1
P0-2
P0-3
P0-4
P0-5
P0-6
P0-7
P1-0
P1-1
P1-2
P2-2
P2-3
P2-4
P2-5
P2-6
P3-0
P3-1
P3-2
P1A0
P1A1
P1A2
P1A3
P1A4
P1A5
P1A6
P1A7
P1B0
P1B1
P1B2
P1C0
P1C1
P1C2
P1C3
P1C4
P1C5
P1C6
P1C7
CY7C64011

FIG. 2A

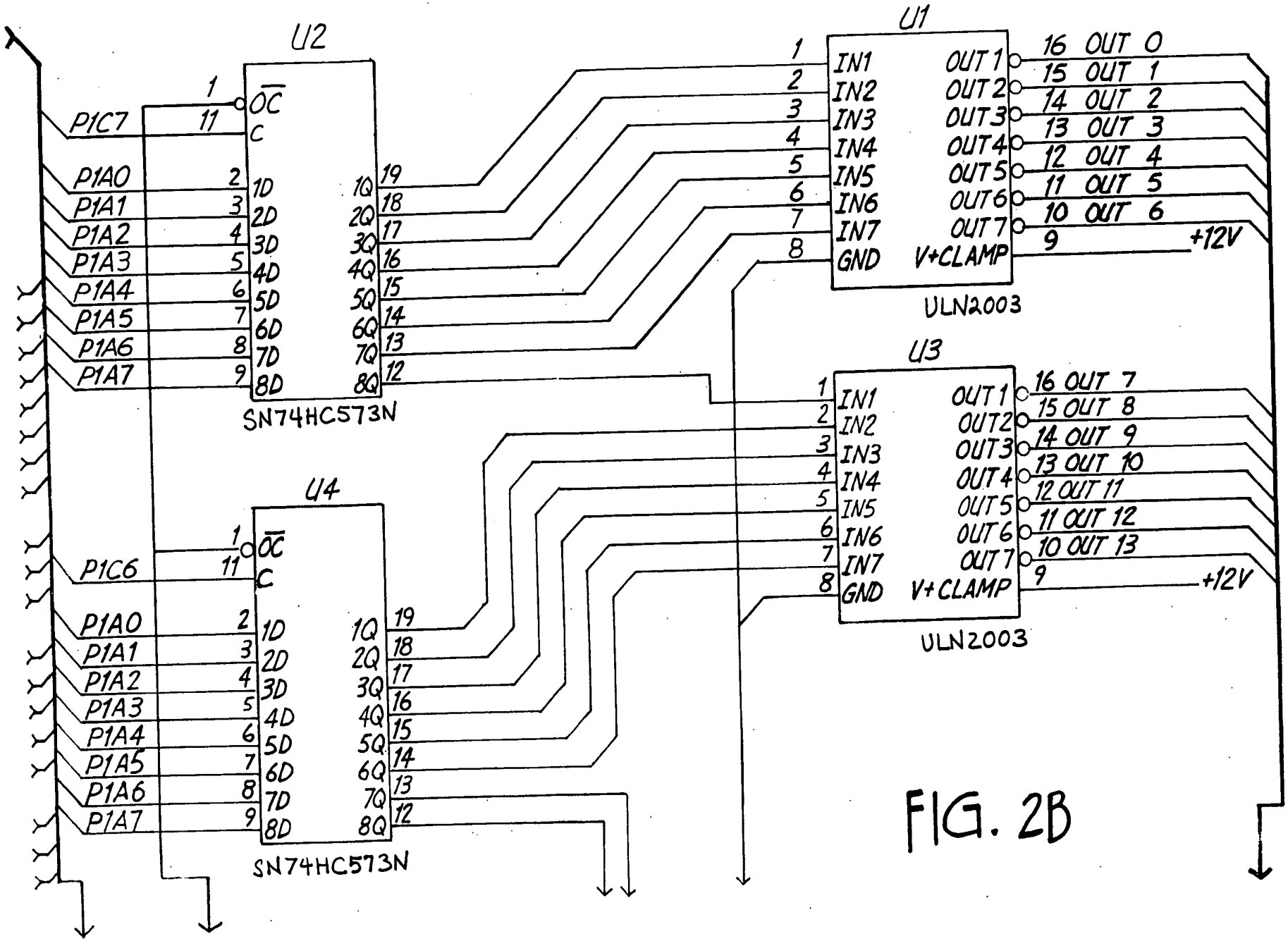
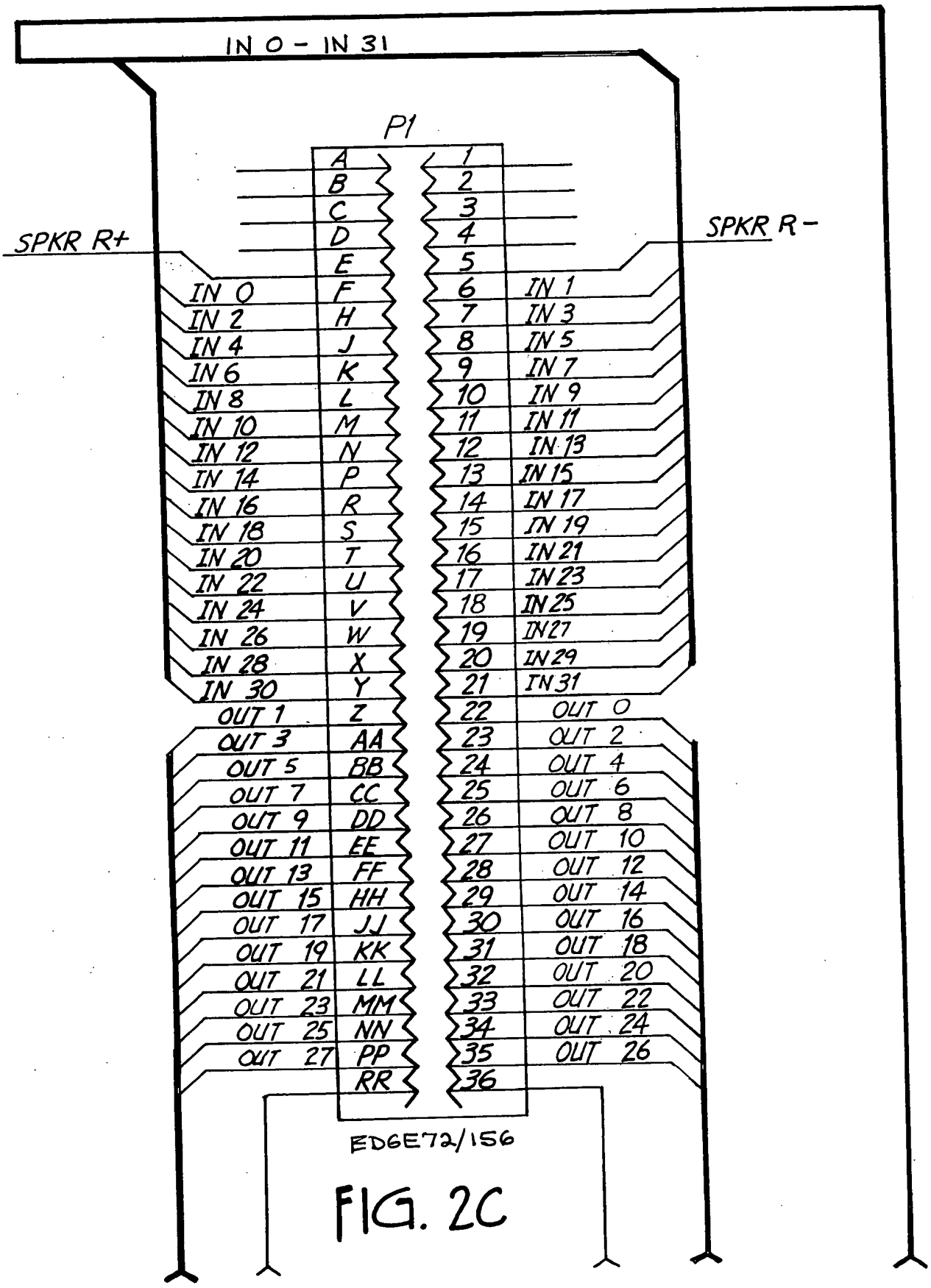


FIG. 2B


IN 0 - IN 31
P1
SPKR R+
SPKR R-
IN 0
IN 1
IN 2
IN 3
IN 4
IN 5
IN 6
IN 7
IN 8
IN 9
IN 10
IN 11
IN 12
IN 13
IN 14
IN 15
IN 16
IN 17
IN 18
IN 19
IN 20
IN 21
IN 22
IN 23
IN 24
IN 25
IN 26
IN 27
IN 28
IN 29
IN 30
IN 31
OUT 1
OUT 0
OUT 3
OUT 2
OUT 5
OUT 4
OUT 7
OUT 6
OUT 9
OUT 8
OUT 11
OUT 10
OUT 13
OUT 12
OUT 15
OUT 14
OUT 17
OUT 16
OUT 19
OUT 18
OUT 21
OUT 20
OUT 23
OUT 22
OUT 25
OUT 24
OUT 27
OUT 26
A
B
C
D
E
F
H
J
K
L
M
N
P
R
S
T
U
V
W
X
Y
Z
AA
BB
CC
DD
EE
FF
HH
JJ
KK
LL
MM
NN
PP
RR
1
2
3
4
5
6
7
8
9
10
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12
13
14
15
16
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19
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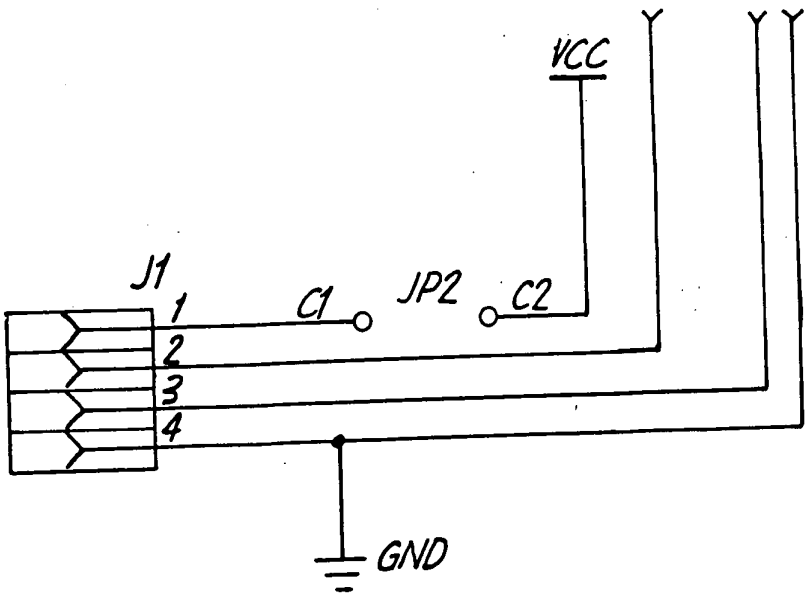
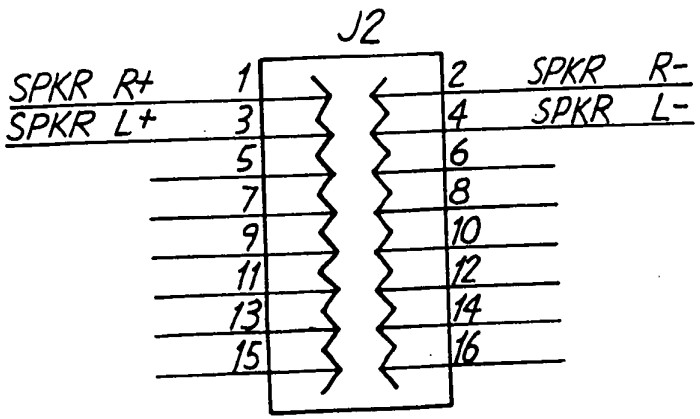
27
28
29
30
31
32
33
34
35
36
EDGE72/156

FIG. 2C





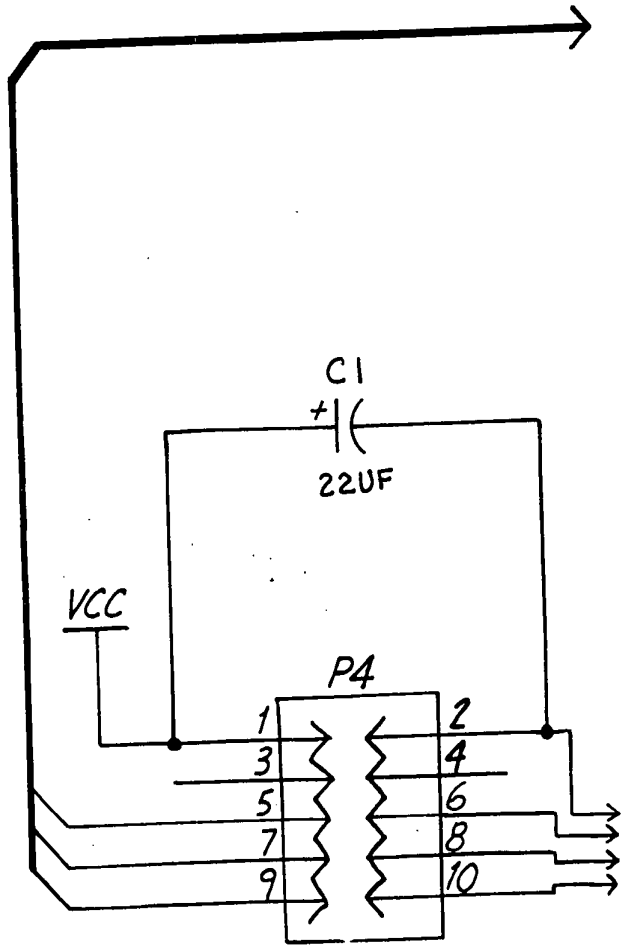


FIG. 2D

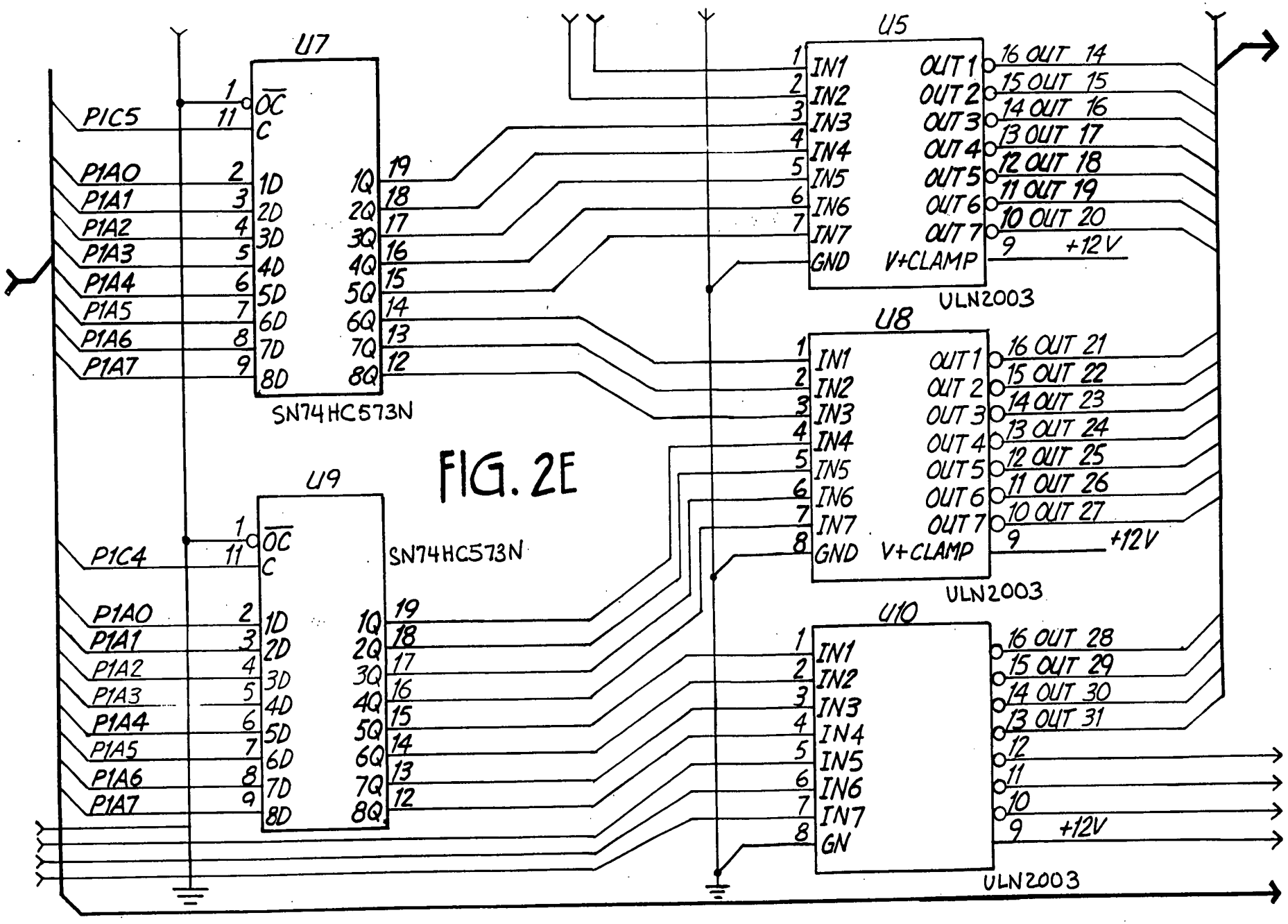


FIG. 2E

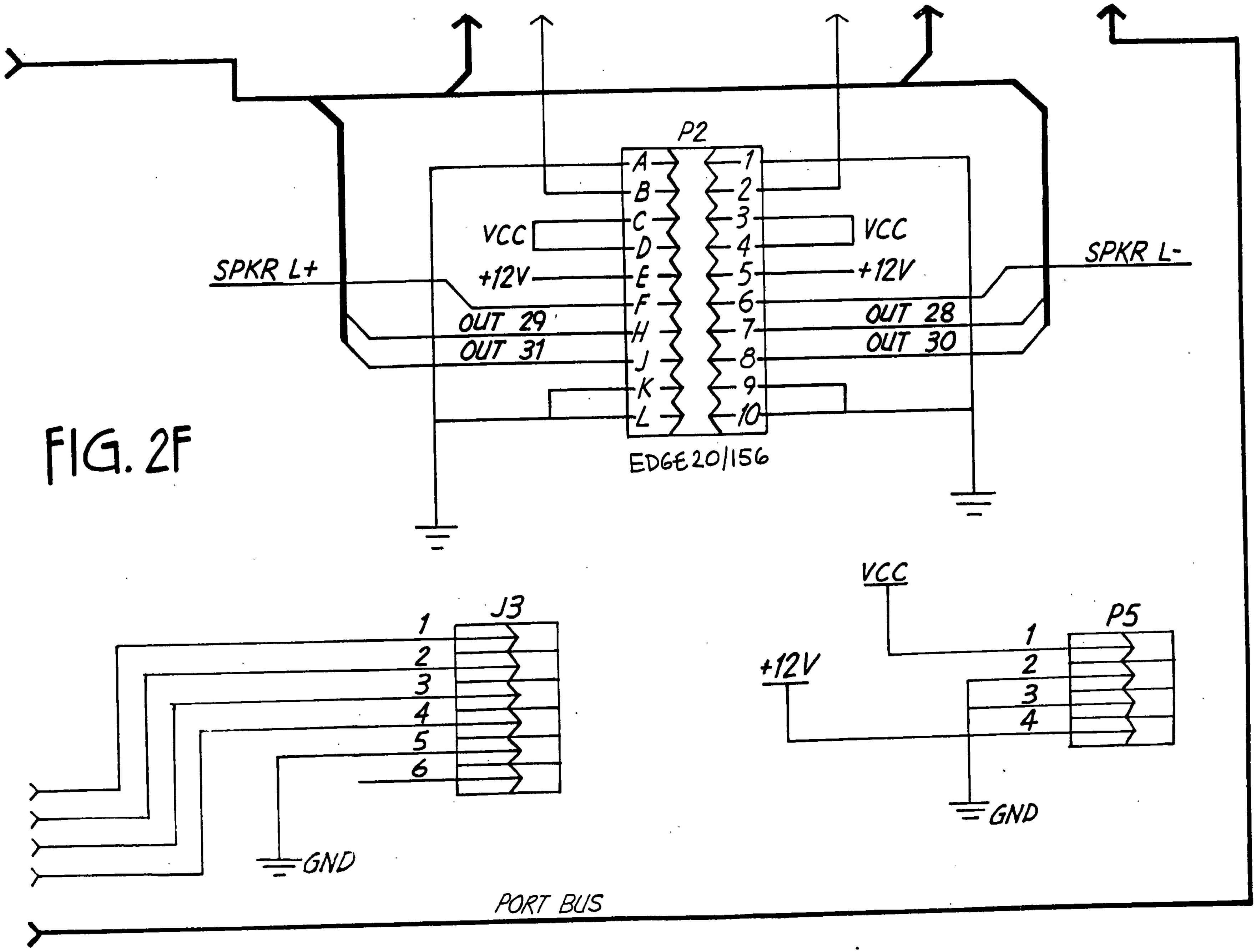

P2
A
B
C
D
E
F
H
J
K
L
1
2
3
4
5
6
7
8
9
10
EDGE20/156
VCC
+12V
VCC
+12V
SPKR L+
SPKR L-
OUT 29
OUT 31
OUT 28
OUT 30
J3
1
2
3
4
5
6
GND
VCC
+12V
P5
1
2
3
4
GND
PORT BUS

FIG. 2F

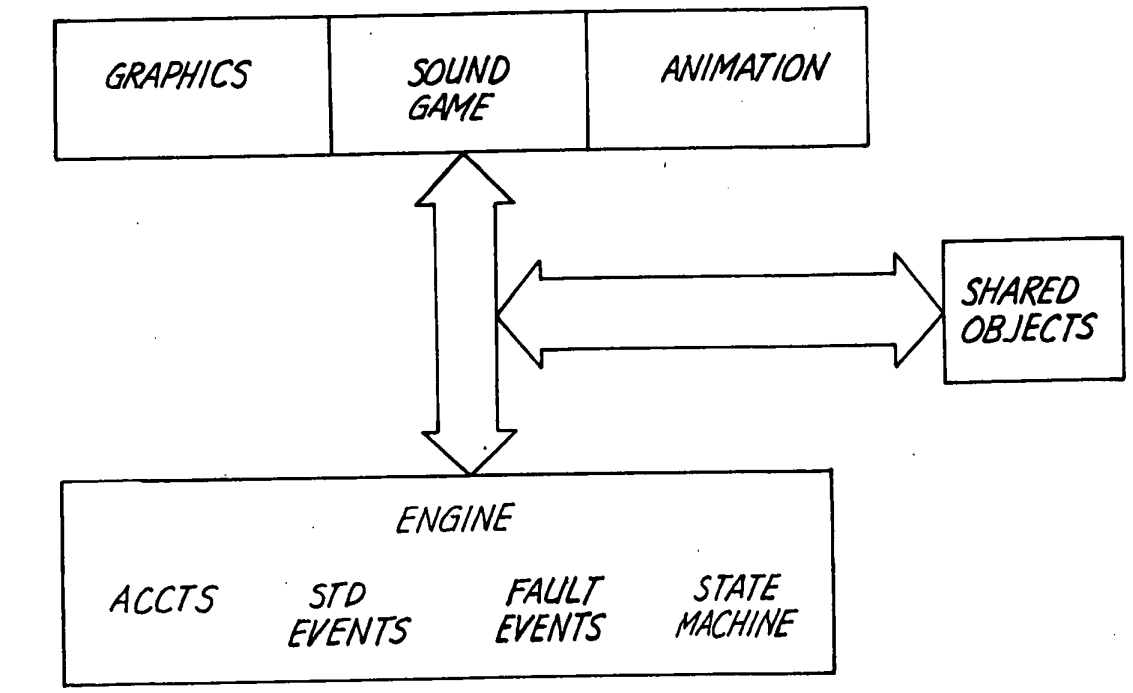

GRAPHICS
SOUND
GAME
ANIMATION
SHARED
OBJECTS
ENGINE
ACCTS
STD
EVENTS
FAULT
EVENTS
STATE
MACHINE
GRAPHICS
I/O
TIMER
SOUND
NV
RAM
EVENT LOOP

FIG. 3

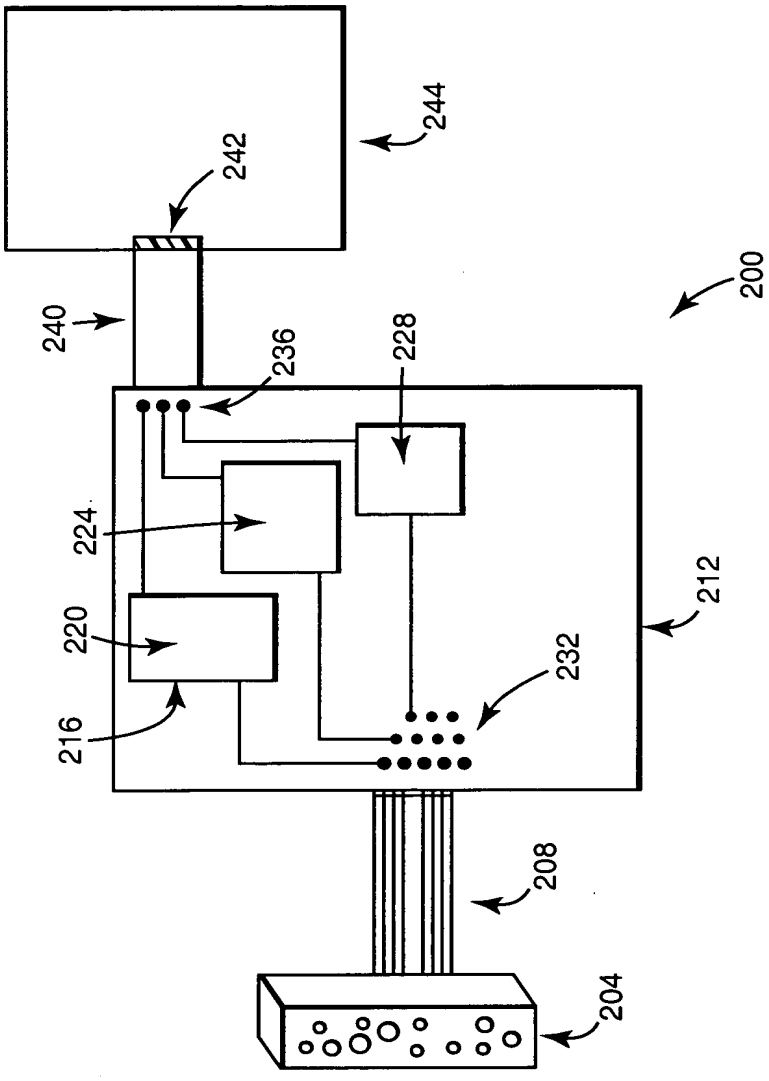


Fig. 4

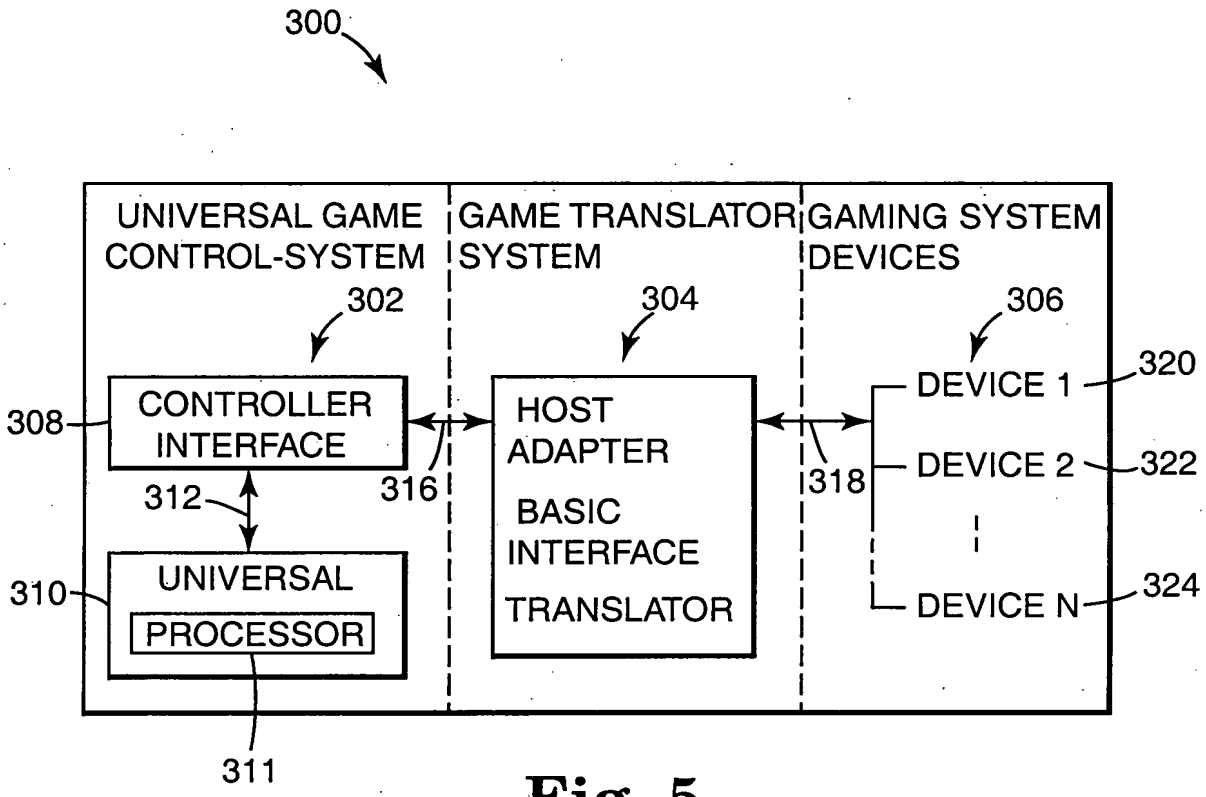

300
UNIVERSAL GAME CONTROL-SYSTEM
GAME TRANSLATOR SYSTEM
GAMING SYSTEM DEVICES
302
304
306
CONTROLLER INTERFACE
HOST ADAPTER
BASIC INTERFACE
TRANSLATOR
DEVICE 1
DEVICE 2
DEVICE N
308
310
311
312
316
318
320
322
324
UNIVERSAL
PROCESSOR

Fig. 5

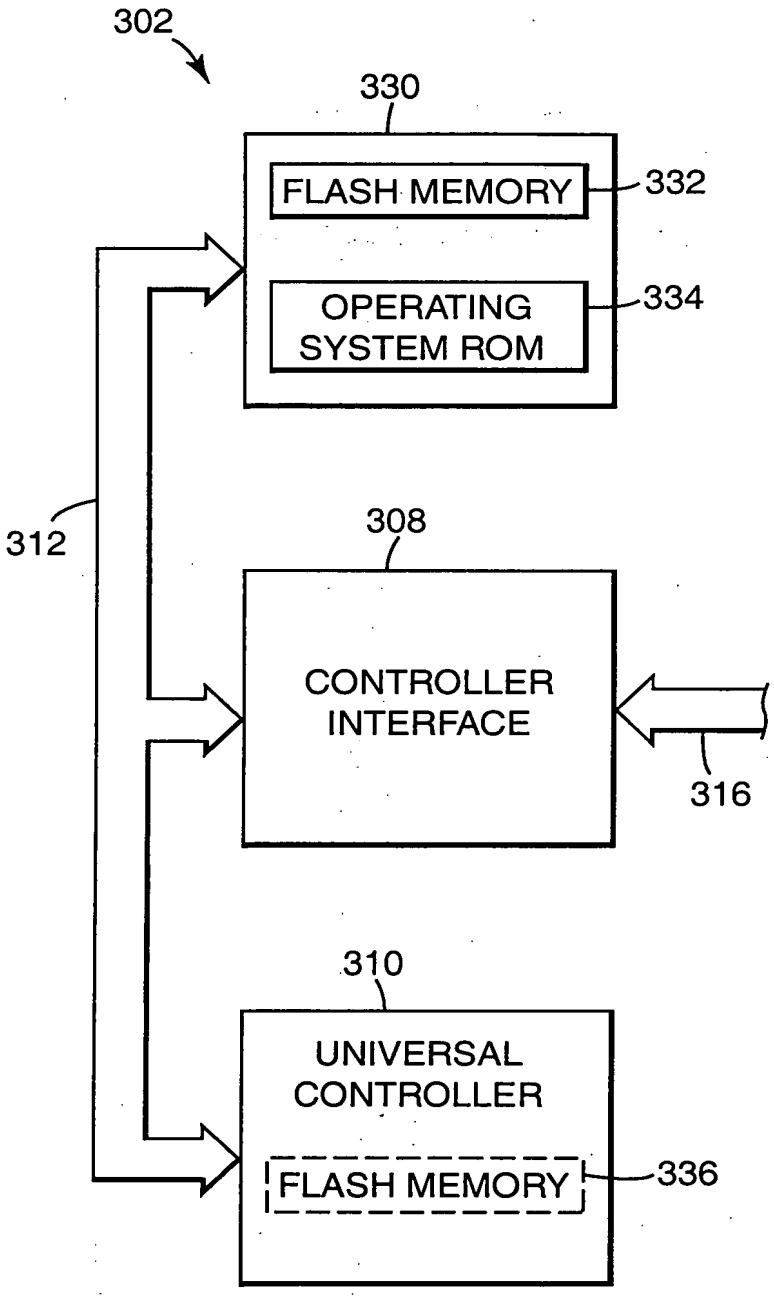

302
330
FLASH MEMORY
332
OPERATING SYSTEM ROM
334
312
308
CONTROLLER INTERFACE
316
310
UNIVERSAL CONTROLLER
FLASH MEMORY
336

Fig. 6

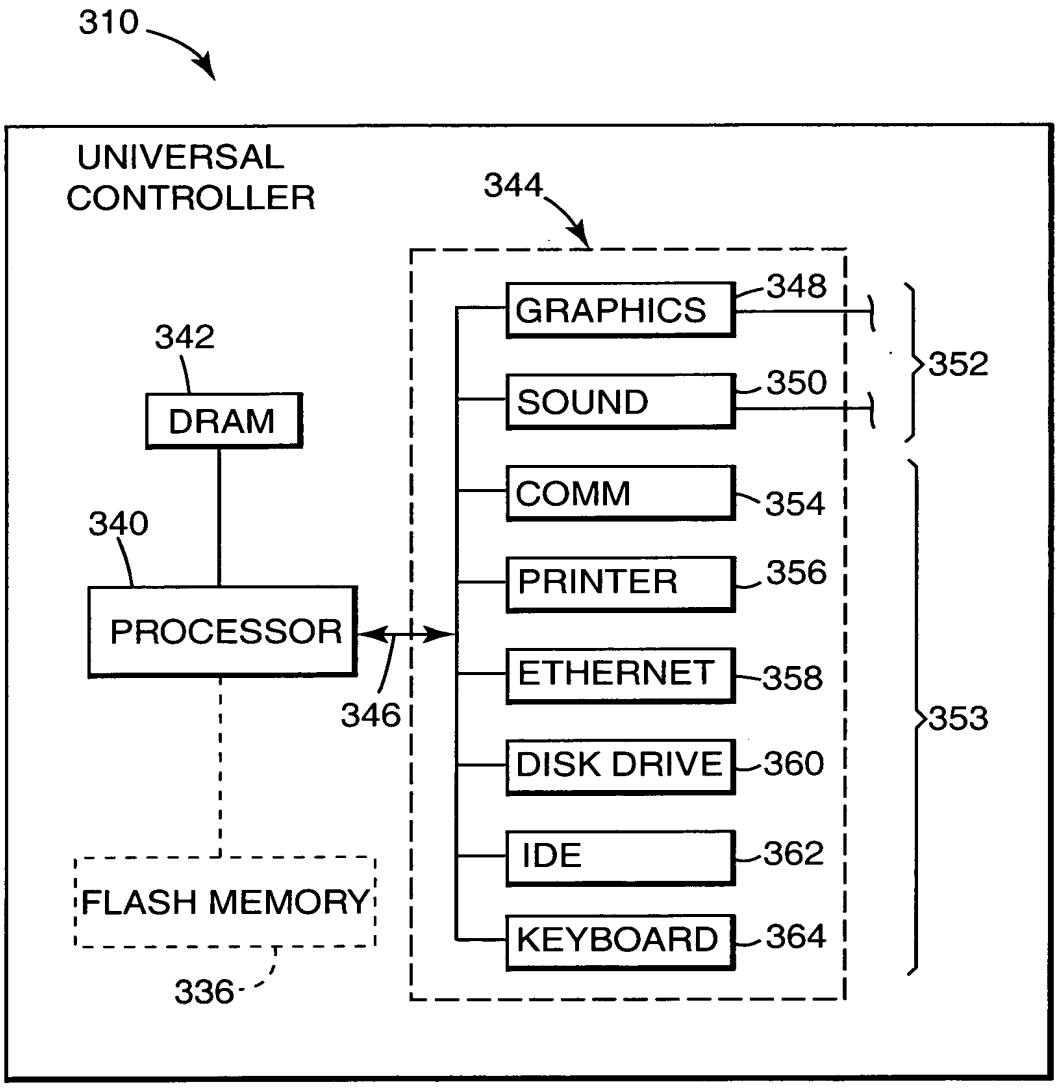

310
UNIVERSAL CONTROLLER
344
342
DRAM
340
PROCESSOR
346
FLASH MEMORY
336
GRAPHICS
348
SOUND
350
352
COMM
354
PRINTER
356
ETHERNET
358
353
DISK DRIVE
360
IDE
362
KEYBOARD
364

Fig. 7

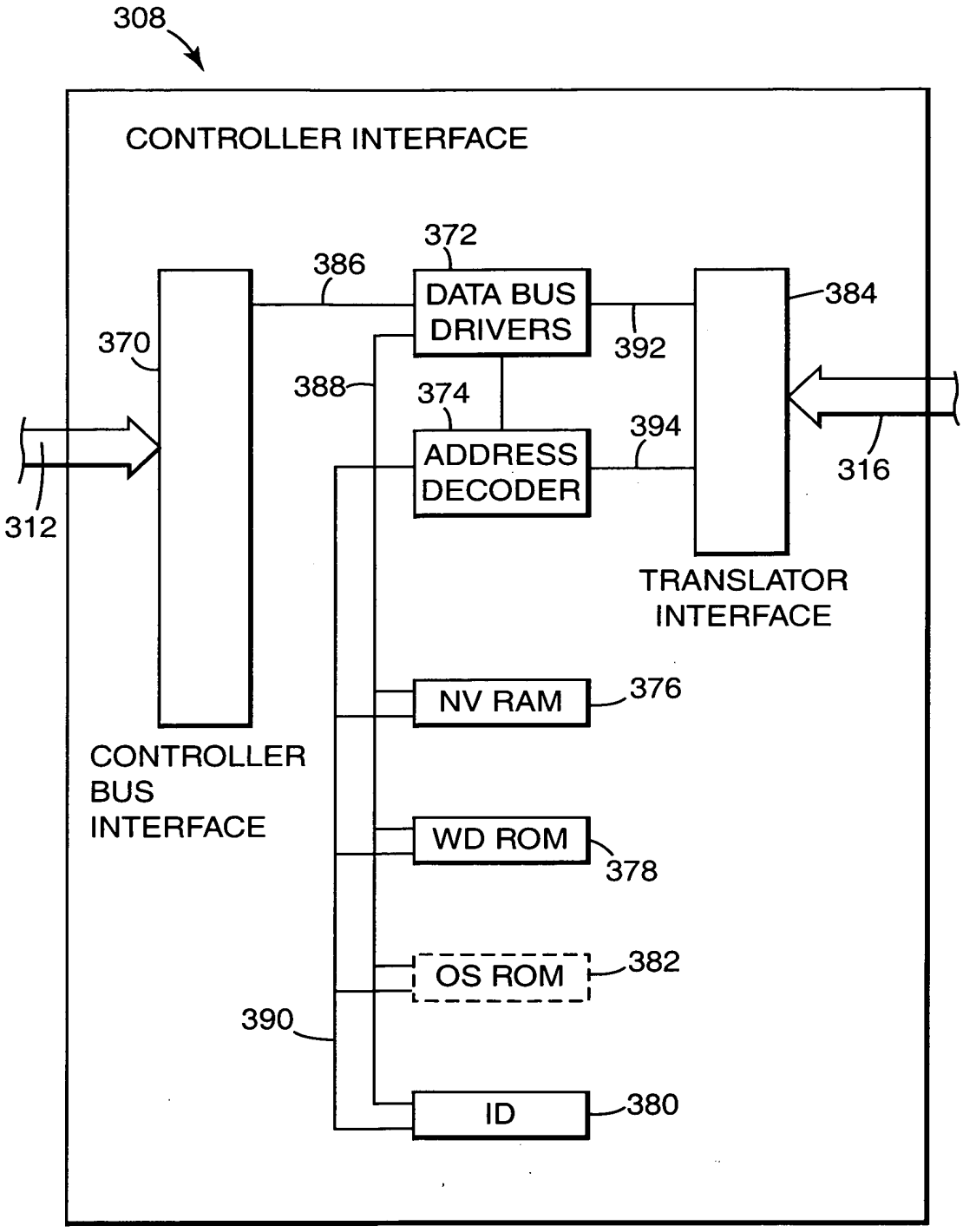

308
CONTROLLER INTERFACE
372
386
DATA BUS DRIVERS
384
370
392
388
374
ADDRESS DECODER
394
316
312
TRANSLATOR INTERFACE
NV RAM
376
CONTROLLER BUS INTERFACE
WD ROM
378
OS ROM
382
390
ID
380

Fig. 8

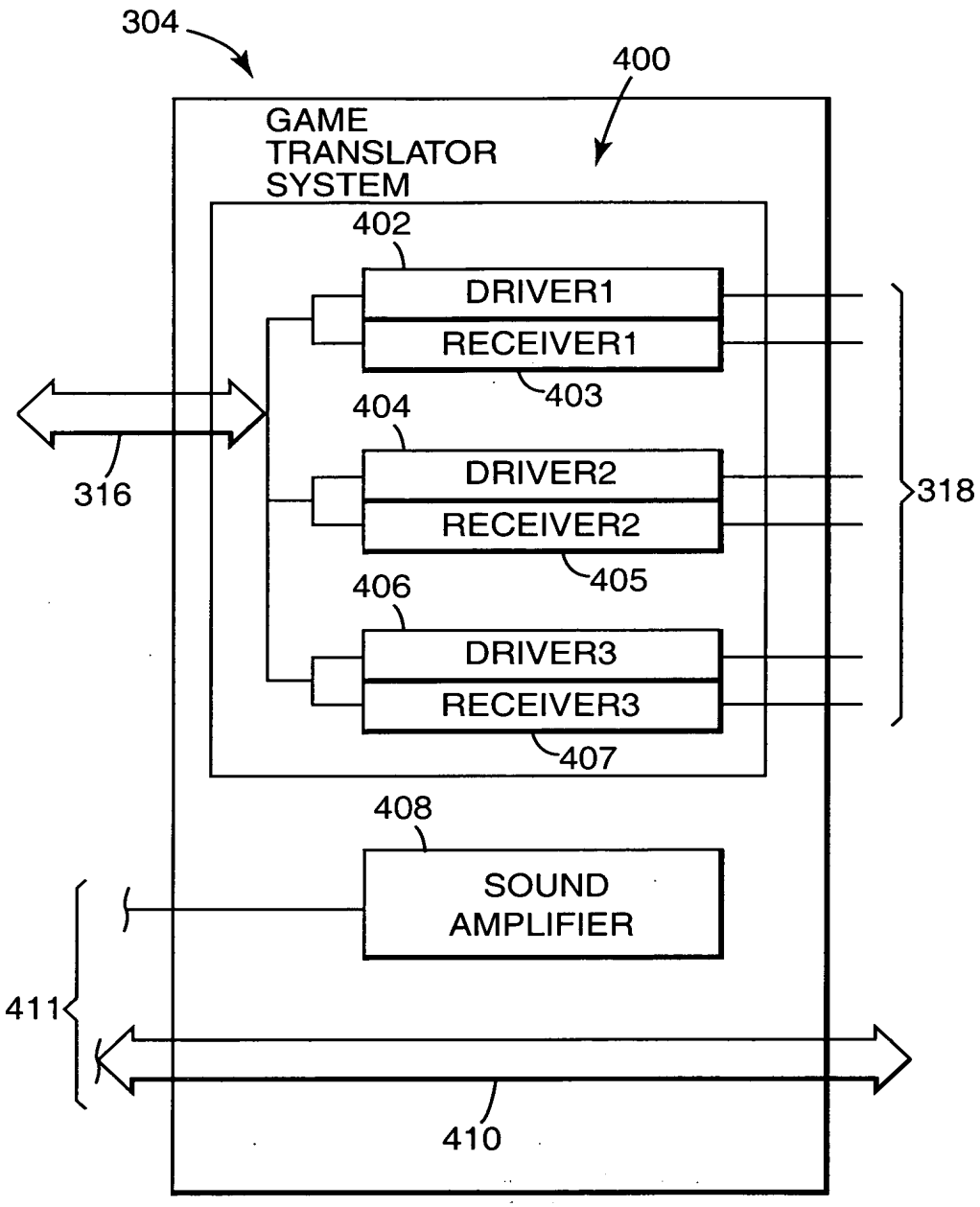

304
400
GAME
TRANSLATOR
SYSTEM
402
DRIVER1
RECEIVER1
403
404
DRIVER2
RECEIVER2
405
406
DRIVER3
RECEIVER3
407
316
318
408
SOUND
AMPLIFIER
411
410

Fig. 9

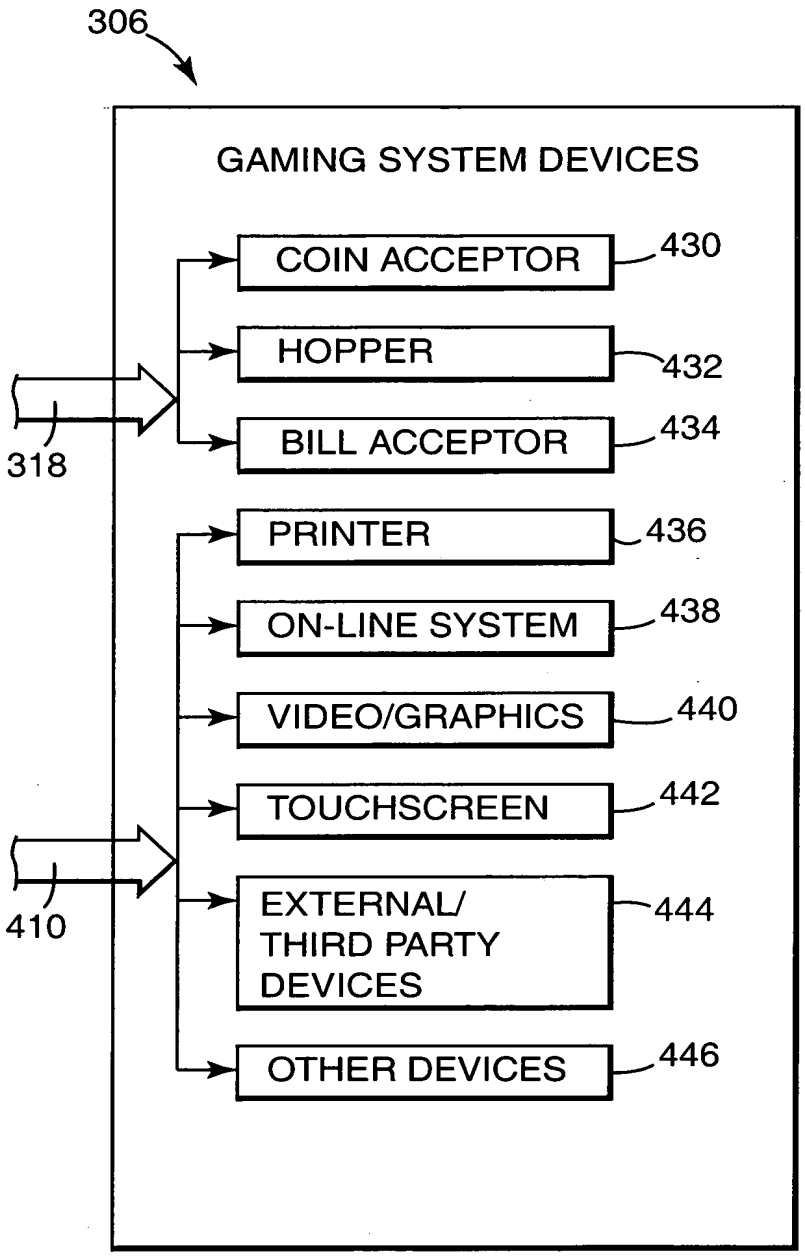

306
GAMING SYSTEM DEVICES
COIN ACCEPTOR
430
HOPPER
432
BILL ACCEPTOR
434
318
PRINTER
436
ON-LINE SYSTEM
438
VIDEO/GRAPHICS
440
TOUCHSCREEN
442
EXTERNAL/
THIRD PARTY
DEVICES
444
410
OTHER DEVICES
446

Fig. 10

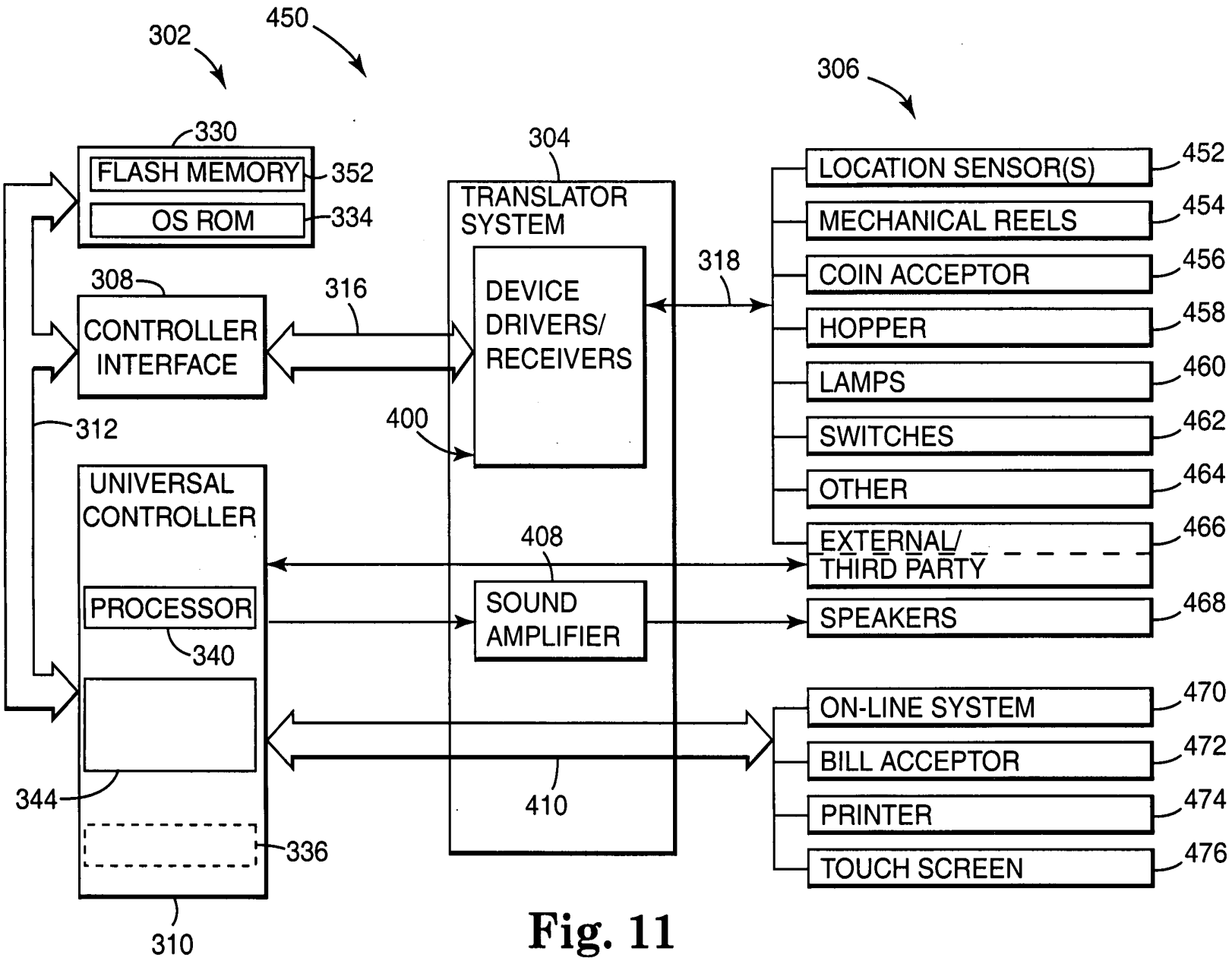

302
450
306
330
FLASH MEMORY
352
OS ROM
334
304
TRANSLATOR SYSTEM
LOCATION SENSOR(S)
452
MECHANICAL REELS
454
COIN ACCEPTOR
456
HOPPER
458
LAMPS
460
SWITCHES
462
OTHER
464
EXTERNAL/ THIRD PARTY
466
SPEAKERS
468
ON-LINE SYSTEM
470
BILL ACCEPTOR
472
PRINTER
474
TOUCH SCREEN
476
308
CONTROLLER INTERFACE
316
DEVICE DRIVERS/ RECEIVERS
318
400
312
UNIVERSAL CONTROLLER
408
PROCESSOR
340
SOUND AMPLIFIER
344
410
336
310

Fig. 11

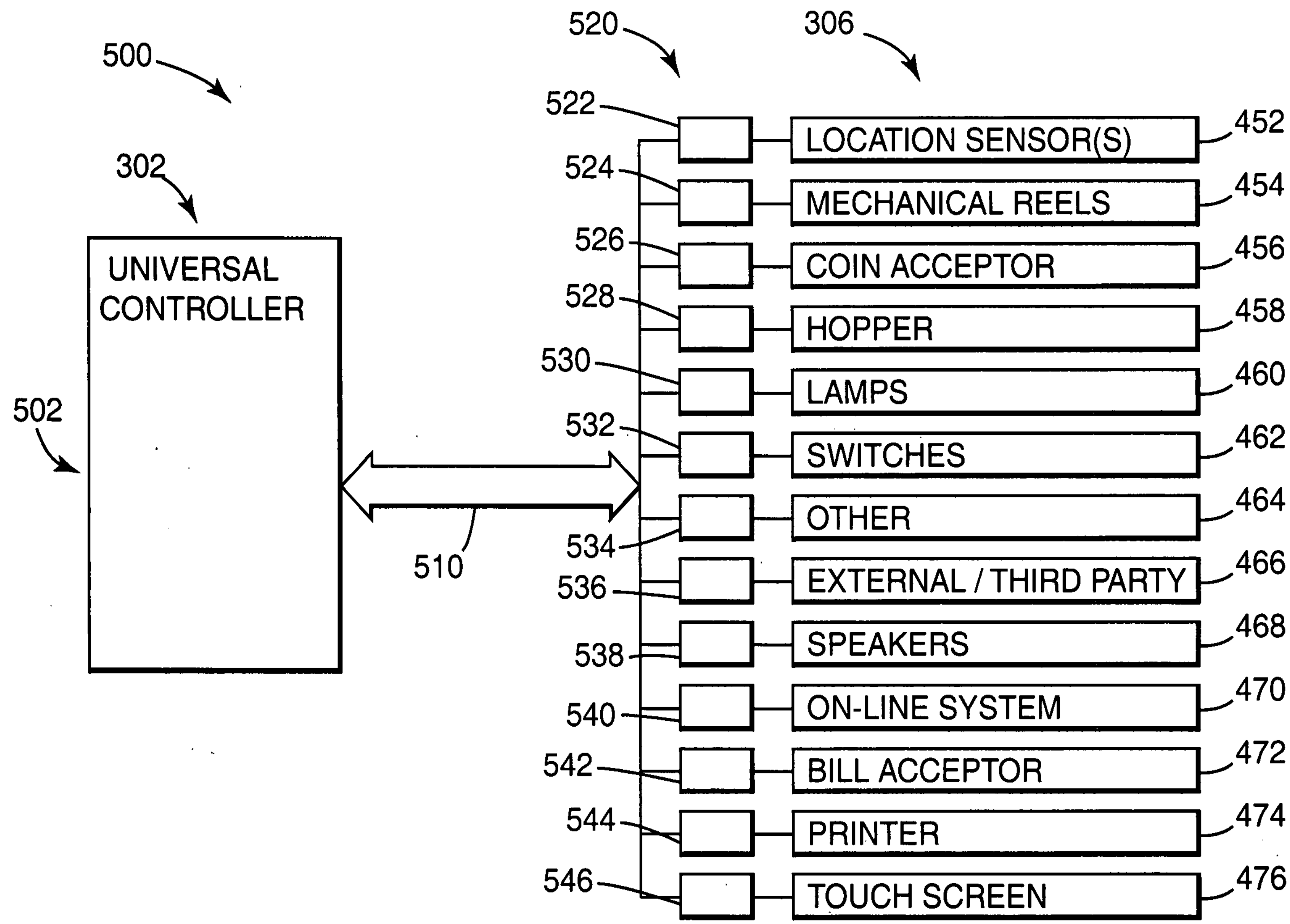

500
302
UNIVERSAL CONTROLLER
502
510
520
306
522
524
526
528
530
532
534
536
538
540
542
544
546
LOCATION SENSOR(S)
MECHANICAL REELS
COIN ACCEPTOR
HOPPER
LAMPS
SWITCHES
OTHER
EXTERNAL / THIRD PARTY
SPEAKERS
ON-LINE SYSTEM
BILL ACCEPTOR
PRINTER
TOUCH SCREEN
452
454
456
458
460
462
464
466
468
470
472
474
476

Fig. 12